

Application No. 09/657,154
Amdt. Dated August 20, 2003
Reply to Office Action of March 20, 2003

Amendments to the Specification

Please amend the paragraphs beginning at page 5, line 2, through page 6, line 6, as indicated below:

-- In the above-described game apparatus, it is possible that on the display screen, a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed, and a command mark ~~is blown out~~ appears at a preset ~~blowout~~ appearance position and moved to one of said plurality of ~~indicative~~ positions; and the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has ~~indicated~~ responded to said one of the ~~indicative~~ positions.

B 1
In the above-described game apparatus, it is possible that the command mark contains a command of a specific operation; the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has made the specific operation.

In the above-described game apparatus, it is possible that the light emitter is provided on the operation device operated by the game player in the hand; said plurality of ~~indicative~~ positions are displayed at locations where the game player can operate the control unit with himself positioned at the center.

In the above-described game apparatus, it is possible that the light emitter is put on a part of the body of the game player; and said plurality of ~~indicative~~ positions are displayed at locations where the game player can operate the control unit with himself at the center. --

Application No. 09/657,154
Amdt. Dated August 20, 2003
Reply to Office Action of March 20, 2003

Please amend the paragraph beginning at page 6, line 15, through page 7, line 2, as indicated below:

2
p
-- In the above-described game apparatus, it is possible that on the display screen, a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed, and a command mark ~~is blown out~~ appears at a preset ~~blowout~~ appearance position and moved to one of said plurality of ~~indicative~~ positions; and the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has ~~indicated~~ responded to said one of the ~~indicative~~ positions, and a ~~judgement~~ judgment result is displayed near the appearance position of the ~~blowout~~ position. --

Please amend the paragraphs beginning at page 7, line 7 through line 21, as indicated below:

-- In the above-described game apparatus, it is possible that a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed on the display screen; and the control unit allocate operation sound to said plurality of ~~indicative~~ positions, and when the game player operates, the operation sounds which are different corresponding to said plurality of ~~indicative~~ positions are generated.

3
p
In the above-described game apparatus, it is possible that a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed on the display screen; and the control unit temporarily prohibits a an operation of ~~indicating~~ responding to one selected out of said plurality of ~~indicative~~ positions, and displays that the ~~indicative~~ position is prohibited. --

Application No. 09/657,154

Amdt. Dated August 20, 2003

Reply to Office Action of March 20, 2003

Please amend the paragraph beginning at page 8, line 8 through line 11, as indicated below:

^{B4} -- In the above-described game apparatus, it is possible that said plurality of ~~indicative~~ positions are different from each other corresponding to a height of the game player. --